

```
1 #pragma once
2
3 #include "GameState.h"
4 #include <set>
5
6 class StateMachineExampleGame;
7
8
9 class HighScoreState :
10     public GameState
11 {
12     StateMachineExampleGame* m_pOwner;
13     std::set<int> m_highscore;
14
15 public:
16     HighScoreState(StateMachineExampleGame* pOwner);
17     ~HighScoreState() = default;
18
19     virtual bool Update(bool processInput = true) override;
20     virtual void Draw() override;
21
22
23 };
24
25
```